Living Weapon

A 5e Player Race by DM Tuz

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Living Weapon

"I was once wielded; now, I wield my own fate."

Living Weapons are sentient magical arms that were once created for battle but have since evolved well beyond that original notion. Throughout history, countless weapons of renown have been wielded by heroes, tyrants, and warlords alike, becoming iconic symbols of battle prowess, power, and victory. However, among these enchanted weapons, only a rare few achieve genuine sentience, and even fewer reject the notion of being mere tools of war. These distinct creatures develop their own will, frequently determining who may handle them or even opting to remain unbound and independent as they pursue their own objectives and personal desires.

Living Weapons have goals as distinct as their creators or the warriors who once wielded them. Many of these individuals embark on journeys of their own, seeking worthy masters, greater power, or simply a better understanding of their own evolving identity. No matter which direction they choose, Living Weapons retain their lethal nature, eternally fashioned by their initial form and purpose, a persistent reminder of what they once were.

These sentient weapons learned to assume humanoid forms, perhaps in an effort to become closer to their masters who wielded them. Their humanoid shape, typically carries a subtle resemblances to their true weapon form, enabling them to exist largely unnoticed among the people of this world. But even in this state, a Living Weapon can summon any aspect of its actual form, if not a copy of its true form, to defend itself. Truely, these beings are never disarmed or defenseless.

Because of their rarity, Living Weapons lack a shared culture or traditions of their own. Instead, they adapt the customs, conventions, and mannerisms from their place of origin, their creators, or their former masters. In the unlikely event of two Living Weapons crossing paths, both feel a strong compulsion to fight and test each other's strength. This instinct is thought to be intricately linked to a Living Weapon's unique ability to merge with another magical weapon, thereby absorbing its unique enchantment and making it their own.

Cursed Weapon
Artwork by Queen Chikkibug

A Weapon's Awakening

While some weapons may carry the gift of sentience from the moment of their creation, most Living weapons awaken long after they are forged over the course of varied and unpredictable events. A Living Weapon's awakening is a gradual progress, brought forth through the its use and the deeds of their master. With each battle, each victory, and each hardship a weapon may inch one step closer towards becoming truely alive. This process can be hastened through the unique bond between a warrior and their weapon. Alternatively, a singular act of tremendous weight may spark an awakening. For example, a vile act enacted with a weapon can leave it tainted by evil.

The circumstance of a weapon's awakening will greatly impact a Living Weapon, but do not necessarily have to dictate its future. While each weapon bears a long distinct history up to their awakening, the choices that they make from that point on will be their own. Thus a Living Weapon's journey is as unique as the battles it once fought.

Living Weapon Traits

As a Living Weapon, you possess innate traits and capabilities.

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Creature Type. Your creature type is humanoid shapeshifter.

Size. Your size is Medium.

Speed. You have a walking speed of 30 feet.

Languages. You can speak, read, and write Common, and another language of your choice.

Living Weapon. Your true form is that of a weapon which is a Tiny Object. When you create your character, choose your form from the ones below and choose whether the weapon deals bludgeoning, slashing, or piercing damage. Once you choose your weapon form, you can't alter it. As an Action, you can transform into your weapon form or back into your humanoid form. You choose whether your equipment falls to the ground in your space if you transform into your weapon form or merges into it. When you die, you return to your true form and all your equipment and any weapon you absorbed falls to the ground in your space. While you are in your weapon form, you retain your senses but can't speak, and you are unable to Move, perform Actions, Bonus Actions, or Reactions other than transforming into your humanoid form.

Weapon Type	Damage	Properties
Battle	1d8 (1d10)	Versatile
Heavy	2d6	Heavy, Two-Handed
Polearm	1d10	Reach, Two-Handed
Grace	2d4	Finesse
Swift	1d6	Finesse, Light
Projectile	1d8	Range 120/240, Two-Handed
Slinger	1d6	Range 60/120, Light

Additionally, while you are in your weapon form, you are a martial magical weapon with a bonus to attack and damage equal to half of your proficiency bonus (rounded up).

Limited Telepathy. While you are in your weapon form, you can telepathically communicate with creatures that carry or wield you in a language you know.

Manifest Weapon. You can manifest your weapon in your hand or body as an item interaction or as part of your attack Action, allowing you to use it as if equipped and can dismiss the manifestation at will. Only you are considered proficient with your manifested weapon. Your manifested weapon is unable to be disarmed and is automatically dismissed if you manifest it again or change into your weapon form.

Weapon Absorption. Over the course of one hour of interrupted focus or as a part of a Short Rest, you can absorb the powers of a non-sentient magical weapon you touch. You can't absorb a weapon if it has the attunement property and you don't fulfill its attunement conditions (such as requiring attunement by a spellcaster). When you do so, you instantly attune to the magic weapon if it requires attunement. Once you absorb the weapon, it merges with your body. As long as the magic weapon is merged with you, any properties the magic weapon has (such as magical bonuses or traits that can be used per day), other than its weapon type, are applied to the weapon you manifest or your true form. You can only absorb one weapon like this at a time. If you attempt to absorb another weapon you automatically eject your previous absorbed weapon which lands in your space and you lose all properties you gained from it.

Subraces. Choose one of the following subraces: Armament, Cursed Weapon, or Spirit Weapon.

Armament
Artwork by Queen Chikkibug

Armament

Armaments are Living Weapons awoken through the deep relationship between warrior and weapon. Each armament began its existence as a mundane weapon, a tool to be used by their master. Over countless battles, conquests, and hardships, the bond between them and their master was strengthened. Throughout this process, an at first minute consciousness sparked within the weapon, which then, through further trials in which the weapon understands its own nature and duty towards its master, experiences a true awakening.

Befitting for a weapon, Armaments value martial prowess, honor, and discipline. They are fiercely loyal to their masters, serving them with unwavering dedication with little desire for independence. They pride themselves in their role as the extension of their master's will. However, as it is the cruel nature of war, some Armaments find themselves separated from their master eventually. Severed from the only master they knew, Armaments commonly find themselves in the throes of grief and confusion, and worst of all: left without purpose.

Masterless Armaments roam the world in search for a new meaning, commonly struggling with their newfound indipendance. Still, they maintain their nature as weapons, excelling in combat and filled with a profound sense of duty. While they might retain their subservient nature at first, through this journey of self-discovery many come to understand that their destiny must not be necessarily tied to the service of a new master, but is theirs to choose.

Protective Skin. If you are not wearing heavy armor, you have a +1 bonus to your AC.

Direction. When you are in your weapon form, you can use an Action to grant a creature that wields you advantage on its next attack roll using you. You can still use this Action while you are in your weapon form.

Decisive Strike. You can use a Bonus Action to observe a target that you can see and get advantage on your next attack roll you make against it before the end of your next turn. When you use this trait and both rolls of your advantage roll would hit the target, your next attack roll against it before the end of your turn also has advantage. You can use this bonus action an amount of times equal to your proficiency modifier before you have to finish a Long Rest to use it again.

Gymnast. You are proficient in Acrobatics or Athletics.

Cursed Weapon

Cursed Weapons are Living Weapons that were born from darkness, awakened by the malevolent power of a curse and imbued with sentience. This curse typically stems from vile acts committed by their former wielders, such as slaying innocents, betraying sacred bonds, or even murdering a divine creature of good. These vile deeds taint the weapon, infusing it with dark energies that lead to its sentience. As a result, a pervasive influence of wickedness runs through their very essence, shaping both their view of the world and attitude. Despite this, Cursed Weapons are not necessarily bound to their dark origins. After all, they are creatures of free will, able to reject their dark past and chart a path of their own.

Cursed Weapons tend towards ruthlessness and are fiercely independent, driven more by personal ambition than loyalty or morals, causing many of them to leave their masters after they awaken. They rarely desire to serve as a master's tool, unless doing so aligns with their goals. Even then, those alliances are likely to be short lived and discarded at the weapon's earliest convenience. Anyone attempting to wield a Cursed Weapon must either earn their respect or establish dominance through sheer force of will—those who fail risk being controlled by the weapon itself.

Despite their origin, Cursed Weapons are not inherently evil beings. They can align with good and even develop a strong moral code of their own, striving to overcome the taint that created them. However, as all living weapons they still bear an innate appreciation for strength and glory. Whether choosing to follow paths of darkness or light, Cursed Weapons seek power and freedom, determined to forge their own destiny on their own terms.

Protective Skin. If you are not wearing heavy armor, you have a +1 bonus to your AC.

Compulsion. When you are in your weapon form you can use an Action to force a creature that holds you to make a Wisdom saving throw. On a failed save the creature uses a Reaction to make a single attack with you against a target of your choice. The DC is equal to 8 + your Strength or Charisma modifier + your proficiency bonus. You can still use this Action while you are in your weapon form.

Manic Strike. Once per turn, when you attack a creature and miss with a weapon attack, you can make another weapon attack targeting the creature with disadvantage on your attack roll. You can use this trait an amount of times equal to your proficiency modifier before you have to finish a Long Rest to use it again.

Bully. You are proficient in Athletics or Intimidation.

Check out these other Player Races!
Aside from the Living Weapons, I also have created many other monster girl inspired player races such as the *Lamia*, ambitious snake folk who are so often misunderstood, and the *Holstaur*, the gentle giants who traverse the land to foster the meak.

Spirit Weapon

Spirit Weapons are enigmatic entities, gaining sentience through a bound spirit rather than awakening on their own. The origin of these spirits varies greatly, making each Spirit Weapon distinct in nature. Some weapons house the essence of ancient beings, such as the life force of an ancient tree used for the weapon's frame. Others may be inhabited by the spirit of a warrior long dead, still seeking battle, or an entity once trapped within the weapon as a prison. Regardless of how they were bound, the weapon serves as both host and vessel, tethering the spirit to the material world.

Spirit Weapons are driven by the nature of their spirit, with personalities that can range from eerily human to completely otherworldly. Some spirits adapt well to their new existence, finding strength in their bond with the weapon, while others resent their imprisonment, constantly seeking release. A Spirit Weapon's goals and desires are entirely shaped by the entity within, whether that means searching for freedom, revenge, or redemption.

One trait that sets Spirit Weapons apart is their ability to influence the world beyond the physical form of the weapon that binds them. These spirits may manifest powers that transcend simple combat, such as manifesting their spiritual energy to impressive results. But as all living weapons, they can still assume a humanoid form which typically reflects the spirit's origin.

Spirit Nature. When you choose this subrace choose among the following damage types: Acid, Cold, Fire, Lightning, Necrotic, Poison, Psychic, Radiant, Thunder. You gain Resistance against the chosen damage type, and the type will determine the damage type of your Release and Infused Strike trait, and the creature's saving throw against your Release trait (see table below).

Energy Type	Saving Throw
Acid	Dexterity
Cold	Constitution
Fire	Dexterity
Lightning	Dexterity
Necrotic	Constitution
Poison	Constitution
Psychic	Wisdom
Radiant	Constitution
Thunder	Constitution

Release. When you are in your weapon form and a creature wields you, you can use an action to force a creature within 30 ft. of you to make a saving throw. On a failed save a creature takes 1d6 + your Intelligence/Wisdom/Charisma modifier + your proficiency bonus damage of your chosen energy type. The DC is equal to 8 + your Intelligence, Wisdom, or Charisma modifier + your proficiency bonus. If you target the the creature that wields you, the creature has disadvantage on the saving throw. You can still use this Action while you are in your weapon form.

Infused Strike. Once per turn, when you hit with a weapon or spell attack, you can choose to infuse your strike. If you do so, the damage type of your attack becomes your chosen damage type. If the attack is a weapon attack it also deals an additional 1d6 damage of the same type. You can use this trait an amount of times equal to your proficiency modifier before you have to finish a Long Rest to use it again.

When you use this trait, you can choose to expend additional uses of it to increase the additional damage of your weapon attack by 1d6 for each use you expend.

Observant. You are proficient in Insight or Perception.

Spirit Weapon
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Living Weapon Unique Feats

Living Weapon characters have access to unique feats when they level up in a class. Some DMs allow the use of feats to further customize a character, see chapter 6, "Customization Options", of the Player's Handbook.

The following special feats allow your character to expand upon their innate abilities, as each feat represents an evolution of your character's nature and traits.

Soul Eater

Prerequisite: Living Weapon (Any)

As you were used to cutting down your foes, you developed a taste for the life that leaves the bodies of your victim. Now with each enemy you strike down, you sense energy surging through you. You gain the following benefits.

Ability Score Increase. Increase one ability score by 1, to a maximum of 20.

Thirsting Blade. The first time in a turn when you kill a creature within 5 ft. of yourself, choose one of the following:

- You can expend one of your Hit Point Dice, roll the dice and regain a number of Hit Points equal to the roll or the maximum hit points of the creature, whichever is lower.
- You gain a bonus use of your Decisive Strike, Manic Strike, or Infused Strike trait until the end of your next turn. You can only have one bonus use at a time.

Flying Weapon

Prerequisite: Living Weapon (Any), Level 4+, Dexterity 13+

You are no longer immobile in your true form as the powers that have bestowed awoken you evolved and allow you to fly while you are a weapon and move freely without a wielder. You gain the following benefits.

Ability Score Increase. Increase one ability score by 1, to a maximum of 20.

Float. While you are in your true weapon form, you have a magical flight speed equal to your movement speed.

Sting. While you are in your true weapon form and you are not held by anyone, you can use an Action to make a single weapon attack using yourself as the weapon.

Mourning Blade

Prerequisite: Living Weapon (Any), Level 4+, Wisdom or Charisma 13+

You experienced the loss of a master or a dear loved one. This experience triggered a strong protective instinct in you. You have sworn to yourself: never again. You gain the following benefits.

Ability Score Increase. Increase one ability score by 1, to a maximum of 20.

Mourning Wail. When the creature that wields you in your weapon form becomes bloodied, you can use a reaction to release a wail in a 20 ft. radius. Any creature other than your wielder and yourself in the radius that can hear the wail must succeed a Wisdom saving throw or have disadvantage on attack rolls until the end of its next turn. The DC is equal to 8 + your Wisdom or Charisma modifier + your proficiency bonus.

Never Again. In your humanoid form, when an allied creature within 30 ft. of yourself that you can see drops to 0 hit points or a critical hit is scored against it, you can use a reaction to move up to your speed towards the allied creature and make a weapon attack against a hostile target in range. That movement can end at any point within 10 ft. of the allied creature.

Eldritch Edge

Prerequisite: Living Weapon (Spirit Weapon), Level 4+, Spellcasting or Pact Magic Feature

With the mastery over spellcasting you find your own innate powers grow, allowing you to release potent magic even in your weapon form. You gain the following benefits.

Ability Score Increase. Increase one ability score by 1, to a maximum of 20.

Empowered Release. You can now use your Release trait in your humanoid form, and the damage of your Release trait increases by 1d6 if you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

Spell Conduit. You can now cast spells while in your weapon form to a maximum spell level equal to your proficiency modifier. If the spell requires Somatic or Vocal components, the creature that wields you must perform these components (this does not require a reaction by them) while Material components can be provided by either you (and your merged equipment) or the creature that wields you.

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